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MEDABOTS

ROKUSHO

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Instruction Booklet

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DETTE SEGL GARANTERER, AT NINTENDO HAR GODKENDT KVALITETEN AF DETTE PRODUKT. SE ALTID EFTER DETTE SEGL, NÅR DU KØBER SPIL OG TIBEHØR, SÅ DU ER SIKKER PÅ FULD KOMPATIBILITET MED DIT GAME BOY.

TÄMÄ TARRA VAKUUTTAA, ETTÄ NINTENDO ON HYVÄKSYNYT TÄMÄN TUOTTEEN LAADUN. TARKISTA AINA TÄMÄ TARRA ENNEN KUIN OSTAT PELEJÄ JA MUITA TARVIKKEITA, JOTTA SAAT VARMASTI GAME BOY YHTEENSOPIVIA TUOTTEITA.

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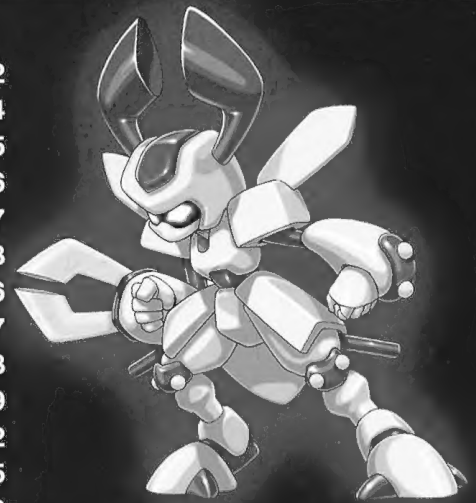

ENGLISH 02
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A Rare Medabot Medal!

It's not easy being a kid. Especially if you're a walking, talking encyclopedia of Medabot information. You could have been just a typical boy, but that was before you found a rare Medabot Medal. It might have been luck, but you think it's fate. Now the very future of the world rests in your hands, not to mention the wrath of some pretty tough Robattle opponents. It's time to focus your skills on building a powerful collection of Medabots because the Rubberobo Gang will show no mercy. Good luck young Medafighter!

Controls

L Button
Changes screens on your Medawatch.

Control Pad
For walking and highlighting items on game menus.

START
Starts your game.

SELECT
Not used.

B Button
Activates your Medawatch menu.

R Button
Changes screens on your Medawatch.

A Button
Engages people in conversation. Selects highlighted menu items. Allows you to run while holding button down.

Startup Screen

Continue

After you start a new game, select this option to begin wherever you last saved your progress.

New Game

Your Medabots adventure begins here. Keep in mind that you'll erase any previously saved file when you start.

Options

Speed up the Robattle action or change your tune. Customise it all on your Options menu.

Robattle Time

Set the length of your Robattles as Long, Medium or Short. Most beginning Medafighters prefer quick Robattle matches.

Robattle Message

After you're familiar with the messages displayed during matches, you can eliminate them and speed up game play.

Robattle BGM

Choose between three cool Robattle tracks or mix them up for your own custom soundtrack during your Medabots adventure.

The Adventure Begins

You might live for the thrill of a challenging Robattle, but lately there's a lot of weird Medabot stuff that has everyone preoccupied in town. Team up with Erika, talk to folks and start solving mysteries. You can bet that you'll need to explore far and wide to uncover the sources of all these troubles.

Build Your Medabot!

Sure, anyone can have a basic Medabot right out of the box, but the most rewarding aspect of owning a Medabot is creating your own configuration of Medaparts. Outlined below are the essential components that comprise all Medabots:

Tinpet

A Tinpet is the framework or metal skeleton for a Medabot. Collect multiple Tinpets and you can add Medals and Medaparts to create a Medabot team!

Medals

A Medal is the heart and soul in every Medabot and the most highly prized item in the game. Most Medals are common, however, some are so rare that people will try to steal them!

Medaparts

There are four types of Medaparts: Legs, left arms, right arms and heads. You can buy Medaparts, but if you want the best or rarest ones, you'll need to win them in Robattles or trade for them.

Your Medawatch

Your Medawatch is more than a way to communicate with your Medabot. It's also a valuable database containing a vast array of data on your Medals, Medaparts and game progress. Understanding how your Medawatch works and how to program it for Robattles can help you advance quickly in the game. The tips and information on these pages will get you started.

Medabots

Assigning a Leader

Medabot Robattle teams feature leaders and partners. Medabots in both roles fight equally hard, but if your leader ceases to function, you'll lose the Robattle—no matter how many partners remain standing!

Refitting Medabots

It's important to assign Medabots according to their roles. If you change a Medabot from a leader to a partner, check that its Medaparts will support your team.

Medals

Ability

Ⓐ Specialty

Medals have specific attributes. This medal performs best when combined with "Grapple" Medaparts.

Ⓑ Aim

Indicates which type of Medaparts that will be targeted first.

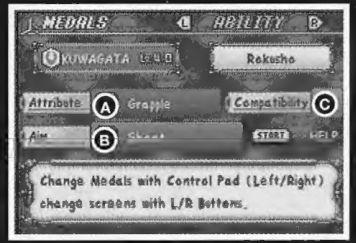
Ⓒ Compatibility

This is your rate of success. To improve it, pair Medaparts with the same Medal attributes. Compatible Medaparts will receive a bonus.

Skills

Ⓓ Skills

Depending on the Medaparts used in robattles, each Medal will gain strength in eight key skills. If you want a Medal to gain more points in a certain skill, try using different Medaparts.



Rotation

Ⓔ Auto Robattle

Program your Medabot's attack plan at the Rotation screen. The Rotation feature is a quick autopilot method for defeating weak opponents.

Ⓕ Repetition

Modify the steps in your rotation program from eight moves to one by using the Control Pad on the highlighted Repetition icon.

Medaforce

Ⓖ Medaforce

As your Medal evolves, you'll acquire powerful Medaforce skills that are mightier than any Medapart.

Ⓗ Icon

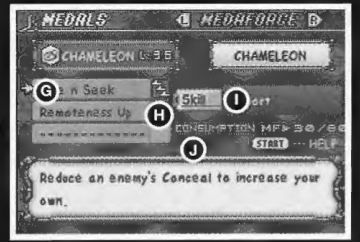
Press START to identify a Medal's Medaforce. Some specialise in harming foes while others specialise in healing friends.

Ⓘ Skill

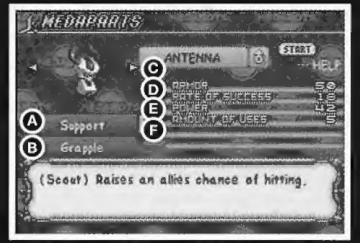
Skill is the purpose or classification of a Medaforce.

Ⓙ Consumption

This indicates how much Medaforce power you need to accumulate to use a certain Medaforce.



Medaparts



Head Medaparts

Ⓐ Specialty

This one word desciption is the head part's specialty. Each time you use this specialty, your Medal's skill level will increase. Press START for more details about the specialty.

Ⓑ Medal Compatibility

By pairing a head Medapart with a medal that has the same specialty, your Rate of Success (ROS) will increase in a Robattle.

Ⓒ Armour

The higher the Armour amount, the tougher the head Medapart.

Ⓓ Rate of Success

Any Medapart with a high Rate of Success is less likely to fail in a robattle.

Ⓔ Power

Power is the amount of point damage a Medapart can inflict on a target. Some weapons have a penetrating value for additional damage.

Ⓕ Amount of Uses

Some parts have a limited number of charges available during a robattle. This amount recharges automatically after each match.

Arm Medaparts

Ⓖ Specialty

This is the arm part's specialty. Each time you use this specialty, your Medal's skill level will increase. "Strike", "Berserk" and "Shoot" are some of the more common specialties for arm Medaparts.

Ⓗ Medal Compatibility

Increase your Rate of Success (ROS) by matching arm Medaparts with Medals that have the same specialty. This strategy is vital for inflicting maximum damage on tough opponents.

Ⓘ Armour

Some arm Medaparts dish it out but can't take it. If possible, try to balance power with a fair amount of armour.

Ⓙ Rate of Success

A high Rate of Success (ROS) value for "Shoot" and "Strike" Medaparts is vital for winning a robattle.

Ⓚ Power

The greater the power, the more damage you inflict. Weaker power weapons work best on light-armoured, fast-moving Medabots.

Ⓛ Charge

Arm Medaparts require time to charge before you can use them.

Ⓜ Radiation

Arm Medaparts require a cooling down period before they can be used again.

Ⓐ Specialty

Leg Medaparts are designed for specific terrain. The faster a Medabot moves, the more chances it will have to attack in Robattles.

Ⓑ Medal Compatibility

By pairing a leg Medapart with a Medal that has the same specialty, your Rate of Success (ROS) will increase in a Robattle.

Leg Medaparts

Ⓒ Armour

Leg Medaparts often contain more armour than any other component. If you have to take a hit, here's the place to take it.

Ⓓ Propulsion

The propulsion used in leg Medaparts can improve the amount of charge time used by arm Medaparts to recover.

Ⓔ Evasion

A high evasion rating can increase chances for dodging attacks.

Ⓕ Defense

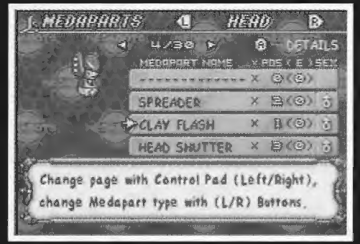
A high defense rating can help reduce the damage inflicted to the armour on this Medapart.

Ⓖ Proximity

If this number is high, range won't be a factor for "Strike," "Berserk," "Defend' or "Heal" commands.

Ⓗ Remoteness

This value helps increase your chances of success for "Shoot," "Aim Shoot," "Support" and "Interrupt" operations.



Medals

Review the levels and strengths of your individual Medals on your Medawatch menu. There are over twenty Medals in the game. Your Medawatch displays the attributes for all of the Medals collected so far.

Medaparts

The Medaparts Menu reviews all of the Medaparts that you've collected and classifies them according to over twenty specialties. If you have all the Medaparts for a Medabot, you can build it to match the Medal!

Items

In addition to collecting Medals and Medaparts, you'll also find useful and not-so-useful items for winning over new friends, exploring the unexplored and solving perplexing puzzles.

Items like the Rubberobo Medal are great for escaping from tough battles. Other stuff like the skirt is less practical, but it works as a disguise.

Fairly early in the game you'll receive a Town Map. You can use this item to see where you've travelled and places that you'll still need to explore.

Vehicles

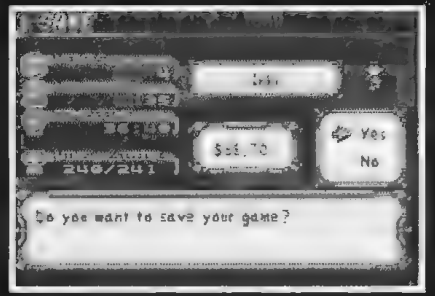
You'll be doing plenty of walking around early in your adventure, but later on you'll meet up with some specialised Medabots programmed to quickly take you places by air, land or water.

Ride a Medabot!

You won't encounter vehicular Medabots until later in the game. These Medabots are specially designed for human transport and were not really designed to engage Medabots in Robattles. Transportation Medabots include the Mini S. Wheel, Silver Locket, Wings of Wind and the Periscope. You'll need them to reach remote regions most Medafighters will never see.

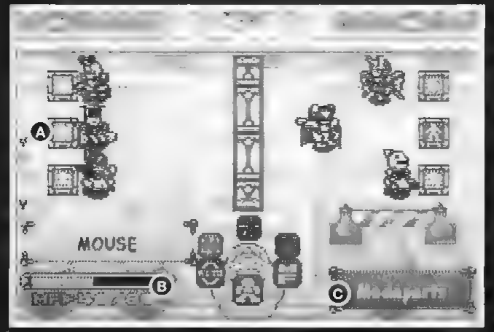
Saving Your Game

The fastest way to win is to save your progress after every Robattle or major event. It can save you hours of work—er, play!



Medabots Robattle!

You won't get far in the game without winning Robattles. The next few pages will take you through the key elements you need to know to emerge victorious. Pay close attention to the tips on page 22!



A Character Selected

Each character on your team has a turn during a match. You'll see their Medal name and Medaforce (MF) rating in the lower left corner of the screen.

B Charge Medaforce

Medabots accumulate some Medaforce (MF) whenever they receive damage. You can collect larger amounts of Medaforce by ordering your Medabot to charge MF.

C Move Selected

Medabots attack with assigned Medaparts when they reach the centre of the screen, but if they lose the Medapart, the attack is automatically recorded as a "miss."

Medaparts

Choose the Medaparts icon to select the Medapart you want to use in the next round. Press the Control Pad in the direction of the desired Medapart or press Down to charge MF.

Medaforce

Use a Medaforce to deliver a knockout blow. Medaforce is more powerful than any Medapart, but it requires preparation. The bar in the lower left corner will flash if you have enough. Your Medaforce gauge must be completely full to use any Medaforce abilities, regardless of the consumption cost.

Status

Select the Status option to check the armour and MF ratings of your Medabots. This is a great option if you're unsure which weapons are damaged or fully ready for the next round.

Aim

Just as some Medals work better with certain Medaparts, some Medals are also incompatible. If given a choice, a Medabot may target a specific foe. Use the Aim icon to find out which one.

Rotation

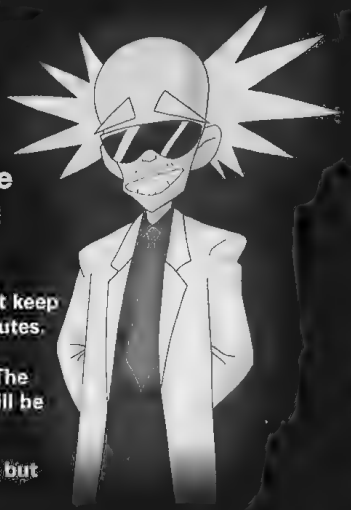
If you didn't have a chance to program your Medabot's plan of attack prior to a Robattle, you can do it during a match by selecting the Rotation icon. Program from one to eight steps.

Auto

If you already programmed your rotation sequence, you can run the program by selecting the Auto icon. Some Medafighters control the team leader and let the partner Medabots run on auto.

Robattle Tips

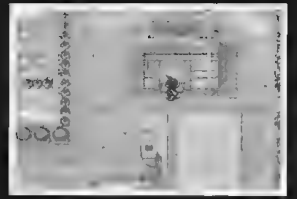
What's the easiest way to defeat a tough enemy? Sometimes using a Medaforce (MF) isn't merely the easiest way: It's the only way. Outlined below are vital Robattle tips that can help you overcome the most challenging opponents in the game.

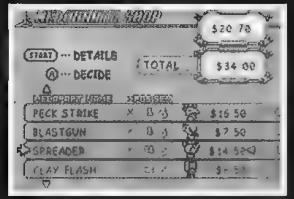


- It's important to build up experience points and levels, but keep a goal in mind when developing specific Medal skill attributes.
- Top teams have specific roles assigned to each Medabot. The sooner you develop roles and Medal skills, the easier it will be to win.
- Rubberobo Medals might buy your way out of a Robattle, but they actually slow your progress for building up Medal experience levels.
- It's always ideal to match specific Medals to their Medaparts, but if you can't do that, try to create Medabots that help support the partner and leader on your team.
- The faster your Medabots move the more chances they'll have to hit their enemies. Try assigning Medabots to fight according to how fast they go in certain environments.
- If you're having difficulty winning the "Protect Select Corps" mini-game, try following the button sequences displayed on the right side of the screen.

Stores

The limited inventory at the local store doesn't offer the best Medaparts for matching specific Medals, but don't rely on finding all of your parts by winning Robattles. It's important to revisit this store and others in the game to check to see if you can find the last Medapart to complete your ultimate Medabot collection.

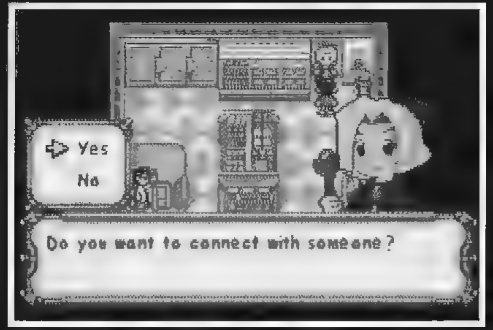


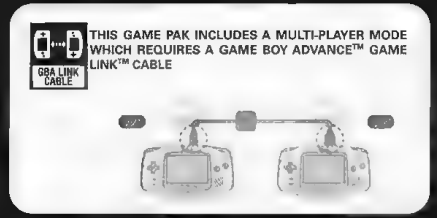


Trading

Game Boy Advance™ Game Link™ Cable

The Medabots Rokusho version and Medabots Metabee version have specific Medaparts you won't find in the other game. The only way to acquire all Medaparts is to link up and trade using a Game Boy Advance™ Game Link™ Cable.

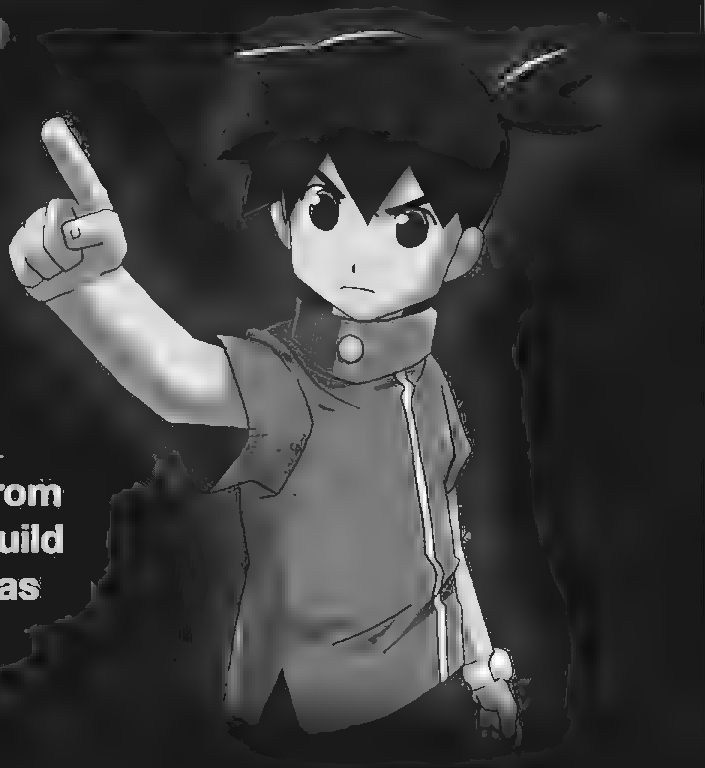




Link up with another Medafighter to Robattle or trade by visiting the woman in the back of a store. Robattles against a Medafighter are similar to computer matches, but if you lose, you'll hand over one of your hard-earned Medaparts.

What's Next?

The wily Rubberobo Gang will stop at nothing to con kids out of Medabots. That's why you need to remain vigilant as you hunt down the elusive band. Rely on your Medaforce powers to defeat the toughest enemies. If that doesn't work, change Medaparts or retreat from wherever you last saved and build skill levels. Good luck is often as precious as the rarest Medal.



Consumer Information and Precaution

READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING – BATTERY PRECAUTIONS

FAILURE TO FOLLOW THE FOLLOWING INSTRUCTIONS MAY CAUSE THE BATTERIES TO MAKE "POPPING" SOUNDS AND LEAK BATTERY ACID RESULTING IN PERSONAL INJURY AND DAMAGE TO YOUR GAME BOY ADVANCE OR ACCESSORY. IF BATTERY LEAKAGE OCCURS, THOROUGHLY WASH THE AFFECTED SKIN AND CLOTHES. KEEP BATTERY ACID AWAY FROM YOUR EYES AND MOUTH. CONTACT THE BATTERY MANUFACTURER FOR FURTHER INFORMATION.

1. For Game Boy Advance use only alkaline batteries. Do not use carbon zinc or any other non-alkaline batteries.
2. Do not mix used and new batteries (replace all batteries at the same time).
3. Do not put the batteries in backwards (positive [+] and negative [–] ends must face the proper direction). The supply terminals are not to be short-circuited.
4. Do not leave used batteries in the Game Boy Advance.
5. Do not mix battery types (do not mix alkaline and carbon zinc batteries or mix different brands of batteries). Use only batteries of the same or equivalent type as recommended.
6. Do not leave batteries in the Game Boy Advance or accessory for long periods of non-use.
7. Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy Advance, always slide the power switch OFF.
8. Do not dispose of batteries in a fire.
9. Do not use rechargeable type batteries such as nickel cadmium. Non rechargeable batteries are not to be recharged.
10. Do not use a battery if the plastic cover has been torn or compromised in anyway.
11. Do not insert or remove batteries while the power is ON.
12. GENERAL NOTE: Rechargeable batteries are to be removed before charging. Rechargeable batteries are only to be recharged under adult supervision.

⚠ WARNING – REPETITIVE MOTION INJURIES

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING – SEIZURE

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
Parents should watch when their children play video games. STOP PLAYING IMMEDIATELY and consult a doctor if you or your child have any of the following symptoms: Convulsions, Eye or muscle twitching, Loss of awareness, Altered vision, Involuntary movements, Disorientation.

TO REDUCE THE LIKELIHOOD OF A SEIZURE WHEN PLAYING VIDEO GAMES:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

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Ubi Soft guarantees to the original buyer of the product that the cartridge supplied with this product shall not show any fault during a normal-use period of ninety (90) days from the invoiced date of purchase.

Please return any defective product to; Ubi Soft Entertainment Ltd., Chantrey Court, Minorca Road, Weybridge, Surrey, KT13 8DU together with this manual and your registration card if you have not already sent it to us. Please state your full name and address (including postcode), as well as the date and location of purchase. You may also exchange the product at the place of purchase.

If a disc is returned without proof of purchase or after the warranty period has expired, Ubi Soft will choose either to repair or to replace it at customer expense. This warranty is invalid if the disc has been damaged through negligence, accident or misuse, or if it has been modified after acquisition.

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